

Agenda and Notes: Roadrunner District Roundtable

Meeting purpose To provide leaders with program ideas; information on policy and events; and training opportunities through a forum for sharing experiences and enjoying fun and fellowship with other Scout leaders.

Meeting date, time, and place Date: Thursday, August 1, 2019
 Time: 7:30 pm to 9:00 pm
 Place: Longhorn Council Office, Upstairs Room
 850 Canon Drive, Hurst, TX

Pre-Opening The table below identifies the activities, responsible leaders, and allotted time.

Begin	Time Allotted	Activity	Person Responsible
6:00 pm	30 minutes	Setup: May include setup details such as: <ul style="list-style-type: none"> • Unlocking and locking up facility • Setting up tables and chairs Secure American flag	Dave
6:30 pm	30 minutes	Commissioners Meeting OPEN HOUSE	Robert Spence Ping Mayo
7:00 pm	30 minutes	• Registration/Sign-In	Dave

General Session This is the main part of the Roundtable in which all levels of the scouting program participate.

Time	Time Allotted	Activity	Person Responsible
7:30 pm	1 minute	Welcome and Introduction	Dave
7:31 pm	3 minute	Opening Ceremony	OA
7:34 pm	1 minute	Opening Prayer	TBD
7:35 pm	1 minute	Recognize New Attendees	Dave
7:36 pm	10 minutes	Big Rock Topic	Dave
7:46 pm	10 minutes	Announcements	Dave
7:56 pm	5 minutes	Travel to Breakout Sessions/Training	All

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Agenda and Notes: Roadrunner District Roundtable, Continued

Cub Scout Pack Leader Session This is the time that activities are directed to the specific scouting programs.

Time	Time Allotted	Activity	Person Responsible
8:00 pm	45 minutes	Welcome Wagon	RTC
8:45 pm	5 minutes	Q&A	RTC
8:50 pm	1 minute	Closing/Commissioner's Minute	RTC
8:51 pm	9 minutes	After the meeting fellowship and/or cleanup	All
9:00 pm		End meeting	

Scouts BSA Session This is the time that activities are directed to the specific scouting programs.

Time	Time Allotted	Activity	Person Responsible
8:00 pm	10 minutes	Ceremony/Skit/Song/Game Pledge of Allegiance Intro: The American Creed	RTC
8:10 pm	5 minutes	Tips for Meetings: Vary Inspection	RTC
8:15 pm	10 minutes	Interest Topic: Pre-opening Gathering Period and SPL Announcements	RTC
8:25 pm	20 minutes	Program Feature: Living History	RTC
8:45 pm	5 minutes	Q&A	All
8:50 pm	1 minutes	Closing/Commissioner's Minute: Living Your Dash	RTC
8:51 pm		End Meeting	

Scouts BSA Breakout Meeting

Skit/Song/
Ceremony
5 min

This part of the program helps provide ideas for skits, songs, or ceremonies that can be used during troop meetings or outdoor activities like campouts or hikes.

Pledge of Allegiance Introduction

Reciting the pledge of allegiance at the start of every meeting can become boring and repetitive. A short statement about the pledge or flag before reciting can help keep it meaningful.

The following is the American's Creed.

- Result of a nationwide contest for writing a National Creed, which would be a brief summary of the American political faith founded upon things fundamental in American history and tradition.
- Written in 1917, accepted by Congress when we were still engaged in WWI.
- The author of the American's Creed, William Tyler Page
 - One ancestor, **Carter Braxton**, had signed the Declaration of Independence and another, **John Tyler**, was the 10th president.

I believe in the United States of America as a government of the people, by the people, for the people; whose just powers are derived from the consent of the governed, a democracy in a republic, a sovereign Nation of many sovereign States; a perfect union, one and inseparable; established upon those principles of freedom, equality, justice, and humanity for which American patriots sacrificed their lives and fortunes.

I therefore believe it is my duty to my country to love it, to support its Constitution, to obey its laws, to respect its flag, and to defend it against all enemies.

As we salute the Flag, and recite the Pledge of Allegiance, let's remember the words of the American's Creed that it is our duty to our country to love it, support its Constitution, obey its laws, respect its flag, and to defend it against all enemies.

Tips for Troop Meetings

5 min

Vary Inspection:

It isn't necessary or desirable to inspect every scout at every troop meeting, so just to make it interesting why not vary the inspection to inspect only certain elements:

- Inspect one item: i.e. are left arm insignia on the field uniform, or clean shoes.
- Inspect one person that will represent the entire patrol.
- Draw a number from a hat and only inspect that number of scouts in the patrol.
- For activities that require knives, perform a knife inspection or Totin' Chip carry inspection.

Boy Scout Interest Topics

10 min

Pre-Opening/Gathering Period and SPL Announcements

This material is taken from the document located at

https://i9peu1ikn3a16vg4e45rqi17-wpengine.netdna-ssl.com/wp-content/uploads/2019/03/Pre-opening_Gathering-Period-and-SPL-Announcements-2019.pdf

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Scouts BSA Breakout Meeting, Continued

Program
Feature: Living
History

The material for this section of the program is available at <http://troopleader.org/program-feature-living-history/>.

Intro:

Have you ever read a science fiction novel about time travel? Time travel is impossible, of course, but you can experience the next best thing through living history. You can find living history presentations at museums, historic sites, heritage centers, schools, and many other locations. Through the use of clothing styles, pastimes, skills, foods, cooking, music, and handicrafts, interpreters of living history give a sense of everyday life as it was lived during the period they represent.

Living history interpreters seek to demonstrate cultures, including military life, farming, village life, fur trading, and commerce, from a specific time and place in history. Some interpret daily life at museums and sites such as Colonial Williamsburg. Some reenact important events in American history like the Battle of Gettysburg. Some interpret frontier history at backcountry camps such as those at Philmont Scout Ranch.

This month's meetings will introduce you to basic concepts of living history and start you on the road to a future in the past. So jump into your time machine, and let the journey begin!

Related Advancement

- Advancement opportunities related to living history are numerous within the Scouting program. Pioneers and frontiersmen used basic Scoutcraft and outdoor skills on a daily basis just to survive. Be creative and look for connections.
- American Cultures, American Heritage, Archery, Basketry, Communication, Cooking, Genealogy, Indian Lore, Leatherwork, Metalwork, Music and Bugling, Pioneering, Pottery, Rifle Shooting, Scouting Heritage, Wood Carving, and Woodwork merit badges

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Scouts BSA Breakout Meeting, Continued

Program
Feature: Living
History
(continued)

First Person and Third Person

Interpreters vary in the ways they display their knowledge of historical context. Some portray a character in the first person (in character), pretending to be a historical figure. Others stay in the 21st century—even though they may dress in period costumes—and describe historical events in the third person (out of character). Each approach has both advantages and disadvantages.

First-person interpreters use a persona, either a real historical figure or a fictional character. A fictional persona is usually a composite character who represents an average person from the time period.

Creating a Persona

As you develop a persona, consider these factors:

- Decide on place and period. More resources available for local history or heavily researched periods like the Civil War.
- Developing a character can be as simple or as complex as you want to make it. It's best to start simple and build upon the basics.
 - What is your occupation?
 - Are you a civilian or in the military?
 - What year were you born, and where do you live?
 - Are you a Native American, soldier, an immigrant, inventor, or an internment camp resident?
 - Are you wealthy, poor, or somewhere in between?
Answering these questions and more will help you determine what to wear, what equipment you may carry and use, and what type of daily activities you may likely do.
- If possible, resist the urge to reenact a historical figure because you will be bound to a much stricter level of accuracy. A fictional persona is far better for the novice reenactor as you have the flexibility to craft your persona into the person you want to be.
- Once you have decided on a character, research that time period and learn more about types of clothing, accoutrements, and occupations. From this information you can form a plan and develop your costume and a backstory.

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Scouts BSA Breakout Meeting, Continued

Program
Feature: Living
History
(continued)

Cooking

- One of the joys of Scouting is Dutch oven cooking. Living history lends itself very well to this style as cast iron cookware and Dutch ovens go back hundreds of years.
- Cooking over an open fire is an acquired skill, and learning those skills will further enhance your character presentation. Learn the difference between a cooking fire and a fire strictly for enjoyment.
- Once you settle on a time period to reenact, you can research hundreds of period-correct foods and recipes, making your reenactment experience even more enjoyable.
- Historical cooking resources can be found at the library, online, and even on some television shows.
- Don't be afraid to try foods that may not be the norm today.
- Recipes passed down through generations of families can also be a fun way to reconnect with your family's past.

Living in the Outdoors

- Living in the outdoors in 1840, for example, is not so different from camping in the 21st century with the exception of the equipment used.
- Camp life can be as simple as a fur trapper's primitive camp or as elaborate as a military brigade encampment. It all depends on the time period you are trying to represent. Attention to sanitation, storage of food and water, and food preparation was as important 200 years ago as it is today. Do your research and prepare appropriately.
- Put forth the effort to set up an accurate camp. Doing so will further enhance your reenactment experience, as well as educate others as to the lifestyle of a specific time and place. Look at your costume, persona, food, activities, and campsite as a complete package.

Firearms and Accoutrements

- Certain living history time periods require the use of firearms, black powder, and accoutrements in order to accurately recreate that period. Examples include mountain man camps and Civil War reenactments.
- Keep in mind that the policies in the *Guide to Safe Scouting* apply to living history activities just as they do for all Scouting activities.

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Scouts BSA Breakout Meeting, Continued

Program
Feature: Living
History
(continued)

LEADERSHIP PLANNING: As a leadership team, you may want to discuss the following items when choosing living history as your program feature during your planning meetings.

- Click above for fillable troop meeting planning form.
- How much do we know about our local history?
- Do we know a historian, interpreter, or other expert?
- What do we want to do for a main event?
- Where do we want to do our main event?
- Are there any historical sites where we can volunteer?
- How can our parents get involved?
- What costs will be involved in the activities we want to do?
- To meet our needs, what should we change in the sample meeting plans?

PREOPENING IDEAS

- Show the [Time magazine feature on Civil War reenactors](#)
- Create a collection of artifacts or items from different time periods, and have Scouts who arrive early match them to index cards with labeled with different time periods.
- Provide laptops or tablets with Internet access and have Scouts research living history sites and museums within driving distance of your city.
- Invite a local living history reenactor to display his or her gear.

GROUP INSTRUCTION IDEAS

- Show the Time magazine feature on Civil War reenactors
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Scouts BSA Breakout Meeting, Continued

Program
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SKILLS INSTRUCTION IDEAS [The following presents just one of the four categories of skills instruction ideas. See the web site for a complete listing]

Choosing Your Character

-  Make an item for your persona, such as a scroll, paper, a tin lantern, a basket, or a leather pouch.
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-  Begin making a costume using modern-day items for your persona, such as a cape from a wool blanket or a hat or tunic from cotton..
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-  Begin making a costume using original material for your persona, such as hand-sewn buckskins, chain mail, or beaded adornments.

Finalizing Your Persona

-  Continue working on persona research.
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-  Continue working on persona development, and begin costume design.
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-  Continue working on persona development and costume design.
 - Make a list of persona-appropriate accessories.
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Scouts BSA Breakout Meeting, Continued

**Program
Feature: Living
History
(continued)**

Period Cooking



- Create a list of period-appropriate recipes, and develop a menu for the main event. Include a shopping list.
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- Create a meal plan using only Dutch oven cooking techniques. Include a shopping list. T
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- Make a menu using cooking practices that don't require the use of utensils. Be sure to include different styles of cooking (stick, rock, spit, etc.).

Everyday Skills



- Learn candle making, fire starting, or another period appropriate activity.
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- Learn about weapons used during the period you are interpreting, such as muskets, crossbows, Civil War arms, or bows and arrows.
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- Learn about lodging during the period you are interpreting, such as teepees, lean-tos, or canvas tents.

BREAKOUT GROUP IDEAS

Getting Ready for the Main Event

- Select a living history time period.
- Begin an outline of persona basics (name, age, birthplace, etc.)
- Finalize persona and costume
- Menu Planning (if applicable)
- Duty Roster Planning (if applicable)
- Patrols discuss what special items they will need for the main event.

Preparation for the meeting's game or challenge

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Scouts BSA Breakout Meeting, Continued

Program
Feature: Living
History
(continued)

GAME AND CHALLENGE IDEAS

Colonial and Pioneer Games

- Materials: Varies
 - Method: Set up a variety of simple period-appropriate games that require minimal equipment. Possibilities include sack races, three-legged races, lawn bowling, horseshoes, marbles, and draughts (checkers). Use a round robin format to let Scouts try different games.
 - Scoring: Varies by game.
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Comm Minute
3 min

Living Your Dash

On any tombstone you will see two dates - the date of birth and the date of death. All that separates those two dates is a Dash. Just a simple, single line that represents everything that person did from birth to death.

I don't know how long my Dash of life will be, no one really does. For some, its a quick sprint while others have a long, long journey. But, I can have an impact of what that Dash represents on my own tombstone to people that met me and knew me. I can try to understand and feel for other people. I can be quicker to smile and slower to anger. I can show respect and be ready to lend a hand. I can try to live according to Oaths I've memorized.

When I die, as every one of us eventually will, that Dash will mean something to everyone that knew me. Do what you can to make your Dash meaningful.

Or, as a poet said,

"It matters not how much we own,
the cars, the house, the cash :
What matters most is how we live
and how we spend our dash."
